

There you are, as always totally unreliable. This issue was planned for mid-April and re-planned for two reasons: The first caused by CWA upping the issue number in THE advert. automatically [to say nothing of my new copy having missed the deadline - thus no ad. for DOO DAA], and secondly the entire workforce is going away for a week from 4th April !

This is unplanned "waffle" and should be viewed as a "bonus"; not exactly going back on planned cut-backs, but so many of you moaned, cajoled, cursed [you were all quite understanding really] that I thought I'd see what size this turned out to be without too much of a conscious effort to restrict it. Sales of DOO DAA were AMAZING and reports are coming in that makes the "lost months" seem very well justified. No-one has yet asked whether Alan Sugar will get BONZO DOO DAA BAN'D, so I will. Are you all too young to remember ?

Lots of questions in recent letters, and I indicated that where possible I would give answers in the "NEWS", so here's some.

Q. Where are the "numerous user club magazines that are more readable than oversize newsletters" [quoted from NEWS 9].

A. Well, there's not that many (trust me to make wild statements !). BUT..... recently well received publications have been SHAUG [South Humberside User Group] Magazine, shortly to expand it's net and perhaps be re-named accordingly. The last issue contained the info you all want on the "mod" for QUICKSHOT TURBO II JOYSTICKS and a decent few reviews on the likes of AMX MOUSE, SYSTEMX and a few odds and ends about BONZO. On the whole a creditable effort worthy of support: Send SSAE to, **Steve Brokenshire, 22 Beechwood Crescent, BROUGHTON, BRIGG, SOUTH HUMBERSIDE.**

whereupon you may expect to receive news of future plans, and special services for members.

One more that I have recently seen and was quite taken by is WACCI, already well established, and could do with reflecting some of YOUR views before it degenerates into another ACU/CWA clone ! Drop a line to , **WACCI, 75 Greatfields Drive, Willington, Uxbridge, MIDDLESEX. UB8 3QH.**

and see what they have to say for themselves !

On a slightly more "specific" tack, [everyone knows that I have a "penchant" for Adventures, having written some and got "brill" reviews, but still fail to sell them !]. THE DAUGHTERS OF DARKNESS, Pat Winstanley and Sandra Sharkey, each delving into different aspects of "BLACK ARTS" from deepest WIGAN are well worth considering - and so are their magazines! **Sandra Sharkey, ADVENTURE PROBE, 78 Herton Road, WIGAN. WN3 6AT.**

Pat Winstanley, ADVENTURE CONTACT, 13 Hollington Way, WIGAN. WN3 6LS.

A mere £1 to each will bring the latest issues and enough reading for a month !

Q. I am trying to learn machine code, could you recommend an assembler/monitor that I would find useful ?

A. My own preference is for HISOFT DRVPAC which I have used exclusively for ALL the BONZO utilities. Problem is that I can't find time to learn new "tricks". I have all the currently available ass/diss/mon programs - and the most impressive is probably PYRADRV, but I still reckon DRVPAC the easiest to use.

Q. Why don't you put BONZO utilities on EPRONS ?

A. Because RODNEY TIPPING will do just that for you ! Drop him a line first, telling him what you need, [enclose a SSAE !] and he'll advise on costs etc. Before he does them for you he'll want the appropriate inlay card too !

Q. Why don't you just charge say 50p for each issue, and stop threatening to reduce the NEWS content ?

A. Because then I would be under an OBLIGATION to produce something readable and useful. Whilst it continues to be free I don't actually HAVE to do anything ! The effect rebounds on YOU - because if you want the news then it is reasonable that you give me what information you can ! Can you hear it, quietly mumbled in the depths of Rochdale, " Well, if I've gotta pay for for it, why should I send free info ?". I'm not really serious, about anything, really !

Q. When's all this drivel going to stop and the real "news" begin ?

A. When I've reminded you that you can still get a copy of BANKRAID from Neil MacDougall [send a disc and a "donation" to Neils "development" and coffee fund !], and that you can still get a copy of the INCANTATION adventure, CURSED BE THE CITY, £2.00 supplied on tape - £1.50 dumped to YOUR disc from S. Johnston. The addresses you need are:

Neil MacDougall
130 Robin Way
Chipping Sodbury
BRISTOL BS17 6JS

CBTC
S. Johnston
3 Halyard Terrace
AUCHTERTOOL, FIFE. KY2 5XR

Rodney Tipping
65 New Road
HORNSEA
NORTH HUMBERSIDE HU18 1PH

OPTION 1 STANDARD TRANSFERS. Continuing to produce some remarkable "goodies" latest news [minor or no alterations]- ELEVATOR ACTION, WINTER OLYMPICS, RIG ATTACK, ANSOCCER (IJK), IMPOSSABALL (do NOT relocate), TUJAD, TERMINUS, ONE MAN & DROID SUPERPIPLINKII, WORLD CUP, MOONBOGGY, CURSE OF SHERWOOD, SHOCKWAY RIDER, SIGNA7, HUNCHBACK, ZOIDS (5*vrns).

COMPILATIONS: STAZGAMES 1 - BARRYMAC BOXING and RESCUE ON FRACTALUS. DURELL BIG FOUR - CRITICAL MASS and SABOTEUR (COMBAT LYNX is RANDAM-AN and LOTUS ESPRIT no go until I see it, it's a special from original form). HITPACK - BOMB JACK, AIRWOLF and CONHANDO.

I suppose I'd better mention that the umpteenth game that was to have been called "NEWSIS" has been. It's from KONAMI, and it is OPTION 1 - which might be it's only saving grace considering the wait, the game, the name.

A timely point to mention the vagaries of compilations, they are liable to present programs in a totally different loading form [unless the original was really unreliable, in which case it will certainly not change !], making the known procedure for transfer totally ineffective, and making the 300 list appear to be totally inaccurate. The same applies to re-issues. The moral ? NEWSHETS and 200/300 LISTS are not GOSPELS, merely a guide to what was and PERHAPS still is. A reminder that an OPTION 1 with a binary loader USUALLY needs a basic loader,

10 OPENOUT"D": MEMORY (start address-1):CLOSEOUT:LOAD"FILENAME":CALL (exec adress)

So long as the start address isn't too low, this will usually work. Use extended CAT to get the parameters !

OPTION 2 HEADERLESS FILES.

More useful news in. NOTE that JAILBREAK is off the SPECIAL list - because it is a "clean" OPTION2 !
 KUNG FU. NUMBER ONE. FRANK-N-STERN. MR.FREEZE . RED ARROWS. SIR LANCELOT . SUBSUNK . OBSIDIAN . BOULDERDASH . CAULDRON. SPY v
 SPY . DOPPLER-GANGER. 3DQUASARS . GHOSTBUSTERS (re-issued version). CLASSIC INVADERS . GILLIGAN'S GOLD. WARLORD(464) CAULDRON
 II . CLIMB-IT. 3D BOXING. THE APPRENTICE . SKYFOX . NEXUS . ANDROID 1. BATTLE BEYOND THE STARS. MACROCOSMICA . VIEW TO KILL .
 GLIDER RIDER (Part) . ZUB. 180. CLASSIC AXIOMS. THANATOS. XCEL. PLAMIT. SACRED ARMOUR ANTIRIAD, PRO-SNOOKER SIMULATOR, QUAN
 TULLAH, WINTER WONDERLAND, APACHE, HARD HAT MAC, ATLANTIS, JAILBREAK, GHOSTHUNTERS (Codemasters), RASTERSCAN*.

RASTERSCAN is a MASTERX "hybrid" type like 180, ZUB, GLIDER RIDER. A recent report indicates that 180 sometimes misbehaves -
 anyone else had any "funnies"?. If you've not got a printout of the MASTERX routine - SSAK will get one. JAILBREAK, HARDHAT
 MAC, GHOSTHUNTERS need the simplest loaders, whilst ATLANTIS needs the special listing if you don't want to RANDAMX it !

ATLANTIS-OPTION 2 LOADER

1 RRM:ATLANTIS OPT2 LOADER- BACK1+b1 to y1
 10 OPENOUT"D":MEMORY &13ff:CLOCKOUT:LOAD"BACK1":POKE &983d,&c9
 20 CALL 38912:CALL &bd37:CALL &140a

JAILBREAK

10 MEMORY &9fff:LOAD"BACK1":CALL &a000

HARD HAT MAC

10 MEMORY 28671:LOAD"BACK1":CALL 28672

GHOSTHUNTERS

10 OPENOUT"D":MEMORY 1000:CLOCKOUT:CALL 42144

OPTION 3 FLASHLOADERS.

The list to date: [Those that require attention of BOMKEY files are marked "*" .]

JET SET WILLY, BRUCE LEE, BARRY MC.BOXING, MATCHDAY, SCRABBLE, RAMBO, PING PONG, GYROSCOPE, BOUNTY BOB, TERROROLINOS*, KONG
 STRIKES BACK, HUNCHBACKII, ZOIDS, WINTER GAMES, ZORRO,DAMBUSTERS, RAID*, DALRY'S DECATHLON, HACKER, FRANKIE GORS TO HOLLYWOOD,
 CLUEDO, SAM FOX POKER, "V", EYE-SPY, GUNFRIGHT, KUNGFU MASTER, [ALL FOUR FROM "THEY SOLD A MILLION II], SPYTRAK, MONOPOLY*,
 YIE-AR KUNG FU*, BATMAN*, GREEN BERRY*, RESCUE ON FRACTALUS, DESERT FOX, DAN DARE, EXPLODING FIST (RECENT ISSUE),IMPOSSIBLE
 MISSION,ITS'A KNOCKOUT !, NOMAD*, BOUNTY BOB STRIKES BACK, WORLD SERIES BASEBALL*. MINDER.

MINDER is the only recent "new" confirmation - but I know there are still a few more, what do you know ?

RANDAM and RANDAMX**RANDAM**

More notifications for the "doitall" routine ! The HIVE transfer has minor "rubbish" on screen but is perfectly playable.

The ?? indicate not advised - in which case it probably doesn't matter ! The RANDAMX transfer for DOOMSDAY BLUES is effected
 by using the main file (20-odd blocks) only. RASPUTIN and RUNESTONE from the same stable produce files that will not run.

SOUTHERN BELL-A. CHINRA-AN. RAINBIRD MUSIC SYSTEM-AN. THE MUSIC MAKER-AN. STARFIREBIRDS-B. WARLORD(464). ALIEN. BATTLE FOR
 MIDWAY. MONTECRANOTSIT !. SOUL OF A ROBOT. STOCKMARKET. ELECTRO-FREDDY. CONFUZION. LOCOMOTION. BATTLE OF BRITAIN-AN.
 CHOPPER SQUAD. ROOM TEN. NINJA MASTER-AN. JEWELS BABYON (1ST). MESSAGE FROM ANDROMEDA (1ST). FINDERS KEEPERS. LASERWAR.
 FLIGHTPATH 737. JUMP JET. ERIK THE VIKING. RETURN TO EDEN. TANK COMMANDER-BN. STARQUAKE-B. THRUST-AN. SPIKY HAROLD-AN.
 COLLAPSE-AN. HELICOPTER-AN. MUSIC BOX. SURVIVOR-AN. REVENGE OF C5-AN. CLASSIC RACING-AN. BOMBS CARE-AN. DON'T PANIC-AN. WHO
 DARES WINSII-B. HOUSE OF USHER-AN. GAC-AN.FANTASIA DIAMOND. NEARLY ALL ROLANDS. [WILLOW PATTERN & DRAGONTORE - screen not
 100% but playable]. STAR AVENGER-BN. BOOTY-BN. INTERNATIONAL RUGBY-AY. KENTILLA-AY. GEMINI DATABASE. COMBAT LYNX-AN.
 GALACTIC PLAGUE-AN. DRAUGHTS-AN. FRUIT MACHINE-AN. SPANNERMAN-AN. HUNCHBACK-AN. MASTERCALC-AN. PYJAMARAMA-AN. STAR
 COMMANDO-AN. WORLD CUP-AN.S'DINOOR-AN. CYLU-AN. PAWS-BN. FIGHTER PILOT-BN. GRID TRAP-AN. GOLDEN TALISMAN-AN. TERRA-COGNITA-BN
 BATTLE BEYOND STARS-BN. 3DTIMEYTRAK-AN. THE PRIZE-AN. SLAPSHOT (Anirog)-AY. FANTASIA DIAMOND-AN. IMAGINATION-BN. ARNHEM-BY.
 MUTANT MONTY-AN. MOONBUGGY-AN. RED MOON-??. CAESAR'S TRAVELS-AN. THE HIVE-AN. SOULS OF DARKON-??.EMERALD ISLE-??.INTO
 OBLIVION-AN.CHICKIN CHASE-AN.(set MODE 0)

RANDAMX

REMEMBER - RANDAMX is for programs commencing with a BINARY file ! It is possible that some of the RANDAM have found the
 wrong section.

KILLAPEDR-BN. TROLLIE WALLIE-AN. BIGTOP BARNY-AN. TEMPEST-AY. SPINDIZZY-AY. THE APPRENTICE-AY. LIGHTFORCE-AY. 3DGRANDPRIX-AY.
 REDHAWK-BY. DEATHVILLE-AY. COVENANT-AY. OBSIDIAN-AY. TRAPDOOR-AY. INTERDICTOR PILOT-BN. HARRIER ATTACK-AY. ICOMJON-AN. JEWELS
 OF BABYLON-AY. HEROES OF KARN-AY. FOREST AT WORLD'S END-AY. WARLORD-AY. SNODGITS-BY. ARABIAN NIGHTS-AY. GUZZLER-AN.
 SPITFIRE40-AN. JETBOOT JACK-AN. GHOFF CAPES STRONG LAD-AN. CODE TUTOR. CERBERUS-AN. INTERNATIONAL KARATE-BY.
 SLAPSHOT-AN(colours!). ATLANTIS-AN. REBELSTAR-AN(side a).TOBRUX-AY. SCOOPY DOO-BN. EXPECTATIONS-AN. ROBIN HOOD-AN (preferred
 OPTION 1 !), ASTERIX-BY. MACROCOSMICA-AN. TRASHMAN-AY. DYNAMITE DAN-A-N. TUBARUBA-AN. HEAVY ON MAGIC-AN. KEY FACTOR-BY.
 MUNCHIT-AY. FAIRLIGHT (OR RANDAM !). HANSPOOT-AY. AFTERSHOCK-??. DOOMSDAY BLUES-BY. SUPERGRAN-BY. ANDROID1-AN. GREEN-BERRY-??
 THEATRE OF EUROPE-BN.MATCHPOINT-BN.

On the general subject of RANDAM transfers it is interesting to note that sometimes a "cleaner" result is obtained by using B
 instead of A. For example CYLU (which also needs the colour sort-out preliminary pokes) gives a version that doesn't even
 put "rubbish" on screen before the playing screen appears. It's worth experimenting if you have the time.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box, represent the hard work of a number of gifted "meddlers", plus the odd ones that I do myself. It is up to date and EXCLUDES JAILBREAK which I failed notice was an OPTION 2 transfer !

EVERYONE'S A WALLY, HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK PALDO PLAYS SOMETHING, GET DEXTER, 3 WEEKS IN PARADISE, EQUINOX, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAXXON, BOUNDER, SORCERY, THING ON DING, ROCKY HORROR, HARVEY HEADBANGER, STAINLESS STEEL, BATTLE OF THE PLANETS, TOMAHAWK, TRIVIAL PURS (main file only TLL. FIGHTING WARRIOR, MERMAID MADNESS, VAMPIRE, STARGLIDER, NODES OF YESOD, SORCERY, SILENT SERVICE, SPLIT PERSONALITIES, JACK THE NIPPER, ELEKTRAGLIDE, DALEYS S/TST. REVOLUTION. GALIVAN. EAGLES NEST. MIKIE. COP OUT. TOP GUN. GOONIES. KNIGHT RIDER BEACHHEAD 1&2, RUNESTONE, BIGGLES, STREETHAWK, MISSION ELEVATOR, PACIFIC, TARZAN HYPERBOWL, NINJA, DONKEY KONG, FLYSPY. HOLLYWOOD OR BUST, DANDY, BACK TO FUTURE, WESTBANK, ALIENS, SUPERSLEUTH, FRUD, SUPERMAN, TENTHFRAME, WESTBANK, THAI BOXING,

There are a few others of minor consequence, and if you've a "funny" not mentioned here the chances are that I have it anyway. For very new games that "won't go" I am dependent on YOU to send the tape to have a go at - I won't need it for long, whether I can fix it or not. Having been tied up with DOO DAH for the last couple of months I have accumulated a few that I have yet to fix - namely HACKER2, DYNAMITE DANII, COSTA CAPERS. Multi-part games like RIDOLON and GAUNTLET - forget it ! The main files can be got, but subsequent parts MUST be loaded from tape.

Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases (Like TOP GUN). Remember to count a "double" such as DALEY'S SUPERTEST as two !

BONZO CLONE ARRANGER

As always I remind you that the PRIMARY purpose of BCA is not the disc-to-disc clone operation. Nonetheless, I am happy to keep up-dating the reports. Further reports bring the list that can transfer via BCA;

THEY SOLD A MILLION 1, RAINBIRD MUSIC SYSTEM, WINTER SPORTS, HITCHHIKERS GUIDE, TASWORD, PROTEXT, SORCERY+, ELITE, STRANGELOOP+ WAY OF THE TIGER, MONTY ON THE RUN, 3D STUNPRIDER, LORDS OF MIDNIGHT, TANK COMMANDER, HYPERSPORTS, VIEW TO KILL, MINI OFFICE II, TORNADO LOW LEVEL, NEVER ENDING STORY, RAID OVER MOSCOW, and MACROCOSHICA, SIREN'S MASTERDISC [WHO DAT], FROSTBYTE, WRIGGLER, BATMAN, GAC, NODES OF YESOD, LOCKSMITH, THE KNIFE, TOMAHAWK, JACK THE NIPPER, WINTER GAMES, AMSTRAD MUSIC BOX, ALIEN HIGHWAY, THE ANIMATOR, TAO CETI SPECIAL EDITION, ADVANCED (RAINBIRD) MUSIC SYSTEM. ART STUDIO (RAINBIRD). THE RIDOLON* REMBRANDT, KWIKFILE (MPS), TOOLKIT (BEEBUG), TOBRUK, STARSTRIKEII, STARGLIDER, SWERVO'S WORLD, LITTLE COMPUTER PEOPLE, GAUNTLET, COMPUTER HITS 6, MARSPORE, BARRY M. BOXING, BOOTS 4,3,2 PACK, ZOMBI*, LASER GENIUS, HEARTLAND, 5 STAR GAMES, VERA CRUZ, EASIART, MICRODRAW, FAIRLIGHT, AMTIX (what was that ?) ACCOLADES.

It is possible to manually crack the "cloned" disc of "self destruct" jobs but as far as BCA goes, ALIENS must rate as a "no go" along WITH with BIGGLES, KNIGHT GAMES, LORD OF RINGS, TRIVIAL PURSUITS, WORKING BACKWARDS, SPINDIZZY, MELTDOWN, 2112AD, GOLD COLLECTIONII. K-COIN OP GAMES. LIVINGSTONE. COSA NOSTRA. TENSIONS.

Attention is drawn to THE RIDOLON > The original version did transfer - recent issues have a different form of protection and do not ! GAUNTLET - see last month - it appears that this is OK. Even if BCA collapses after transferring 427 it is alright because GAUNTLET does not use 428/9.

ANTICIPATED..... an increase in the use of "smart" protection. Whenever you buy a disc that WILL NOT COPY WITH THE STANDARD DISCKIT - This is what you do (even if you copy it with BCA/DOO DAH or Joe Bloggs Cloner):

Write to the Supplier/Software House and advise them using terminology similar to this,

" I have today purchased your 3" disc of XXXXX, and note to my dismay that DESPITE being advised in AMSTRAD literature that I should always take a back-up copy of a disc for regular use, storing the original as a master in case of failure, I am unable to do so with your supplied disc. It would seem possible that this is either a 'faulty disc' or you have deliberately formatted it in such a way that it cannot be copied. In either case it is clear that under the currently in force "SALE OF GOODS ACT", the goods are "NOT OF MERCHANTABLE QUALITY", and "NOT FIT AND PROPER FOR THE PURPOSES FOR WHICH DESIGNED". In view of the foregoing I will be pleased to receive a version that I can copy, OR your written undertaking to replace the disc referred to in the event of failure, however caused, at any time in the future."

DOO DAH

Not suprisingly not a lot to report yet ! I have received a massive list of games running under BIGBONZO from PETER TILL, several have said they're never likely to need another utility 'cos DOO DAH does it all, and many compliments passed to NEIL SCRINGROOR for the MENU screen and supporting graphics, with similar bouquets to NIGEL KENWARD for the BIGJOBS screen and more supporting graphics.

The DISC-DISC option of DOO-DAH has quite a lot to do with the enhanced format to deal with, but as well as being able to cope with all the BCA listed "clones" it can also deal with TRIVIAL PURSUITS, THE "new" RIDOLON, LIVINGSTONE and COSA NOSTRA. We await further news concerning some of the BCA "no-go discs". However, as with BCA, the main function of DOO DAH is somewhat different !

WHO IS STILL WAITING FOR A DOO DAH ?

One advance order was received on a single sheet, please supply etc., the name & address presumably on the back of the cheque. By the time we realised that the address was missing on the order sheet, the banking had gone - and try as we might we cannot trace who sent the order ! The handwriting looks very familiar - but we cannot match it up ! Please let me know !!!

SUNDRIES

Just to keep a familiar look to things ! The missing SHADOWFIRE loader from last month - pinched from the pages of SHAUG, enables SAVED GAMES to disc:

```
10 MEMORY &4cef: LOAD"SHADOWFI",&4cf0:CALL &4cf0
```

I am often pestered for the "best" disc speed-up utility, and I don't really approve as they are mostly counter-productive in terms of "read errors". However, I've tried this one for a week or so and it seems reasonable. If it gives too many errors then try changing the "0A" byte to 0B. You can run it as is, and it will remain until a "reset", or remove the "new" and slot it into your program.

```
10 FOR x=100 TO 129:READ a$:POKE x,VAL("&" + a$):NEXT:CALL 100:NEM
20 DATA DATA 21,71,00,22,75,00,21,78,00,cd,74,00,c9,36,c0,07,df,0,0,c9,28,00,96,00,1,4,0A,1,3,1
```

32A The "TWIGGY"

Could've called it the MINI-BUST, or even the PIRATE (sunken chest). Here it is anyway - the FIX for , FANFARE, TRUMPETS, APPLAUSE, CHEERING, FOR HE'S JOLLY..... , WALK ON FRENCH WIND, BREAK HIS LEG OFF AND HIT 'EM WITH THE SOGGY END,

FOOTBALLER OF THE YEAR Economy version, no loading screen.

Write the GETFOY file to disc, save it just in case. Put tape in player , fully rewound, disc in drive writable, and then run GETFOY. Ignore the strange events on screen, when it has fully loaded 2FOY and 3FOY will be written to disc, and your machine will reset. Now write RUNFOY , and save it. Running it will give you the game. Saved games to disc - they're only short files. When you're convinced it all works OK, delete the GETFOY file. Not bad considering you weren't going to be treated to any more BIG BUSTS !

GETFOY

```
5 REM:THIS TRANSFERS 2FOY & 3FOY TO DISC
10 FOR X=&be80 TO &bf11:READ A$:B=VAL("&" + A$):CS=CS+B:POKE X,B:NEXT
20 IF CS<>15421 THEN PRINT"ERROR IN DATA":STOP:ELSE CALL &be80
30 DATA 21,00,00,11,11,bf,01,40,00,ed,b0,cd,37,bd,06,00,11,00,20,d5,cd,77,bc,e1,cd,83
40 DATA bc,cd,7a,bc,21,a7,be,22,4e,20,c3,00,20,f3,01,00,f6,ed,49,21,3a,91,11,00,c0,01
50 DATA f4,1a,ed,b0,01,89,7f,ed,49,21,11,bf,11,00,00,01,40,00,ed,b0,21,ce,be,cd,16,bd
60 DATA 11,40,00,21,ff,af,0e,07,cd,ce,bc,21,0d,bf,34,06,04,11,40,0a,d5,cd,8c,bc,e1,11
70 DATA fa,86,01,00,00,3e,02,cd,98,bc,cd,8f,bc,00,3e,c9,32,f5,be,21,00,c0,22
80 DATA e0,be,21,f4,1a,22,e8,be,cd,d9,be,c3,00,00,31,46,4f,59,00
```

RUNFOY

```
1 REM: THIS RUNS 2FOY & 3FOY
5 REM: SAVED GAMES TO AND FROM TAPE
10 CALL &bbff:FOR X=0 TO 15:INK X,0:NEXT: BORDER 0
20 FOR X=&be80 TO &beb7:READ A$:B=VAL("&" + A$):CS=CS+B:POKE X,B:NEXT
30 IF CS<>6454 THEN PRINT"DATA ERROR":END: ELSE CALL &be80
40 DATA 21,b4,be,34,06,04,11,40,0a,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,3e,c9,32,94,be
50 DATA 21,00,c0,22,87,be,cd,80,be,cd,37,bd,21,00,c0,11,3a,91,01,f5,1a,ed,b0,c3,40,1a,31,46,4f,59,00
```

FINALLY...

I caused a bit of havoc last time by allowing the price of backissues of newsletters to be read as ADVENTURE PROBE MAGS !!

So here's the gen about NEMESIS BONZO NEWSLETTERS -

FREE - if I've got a SSAK to hand when they're ready. Otherwise 50p + SSAK. Back-issues, a SUMMARY OF 1986 NEWS (1 to 7) in 10 pages without waffle, £1.75. Others 50p. each. This means if you're a new "meddler" [HELLO ! - good game !], and really want the "old tat" back to year dot, full of goodies, it'll cost you £1.75 +£1.00 for issues 8 and 9. Seriously, they are invaluable if you've a fair quantity of old tape games. You get a MASTERY listing if you ask for it.

This having been two weeks earlier than anticipated, and with the imminence of the "summer doldrums" I expect issue 11 to be out around middle/end MAY. As always, it depends entirely on what you know, and whether you tell me or not !

New "meddlers" get a 300 list with their order, if you want one 'cos your old and hardly even considered then ASK ! Better still, send me some news, an order, or just a picture postcard and ASK.

I'm away for a week from 4th. April, normal orders processed, questions, specials etc. will just have to wait until I return. So no drama, please ! I will be thinking of a follow-up to DOO DAB, and a suitable name, any ideas on what it's to be ? A "mint" GOLD COLLECTION II tape [all BONZO to disc] for the best suggestion and name. Remember the limits are my capabilities, so keep it simple !

Happy Meddling,

Colin.H.

NEMESIS